
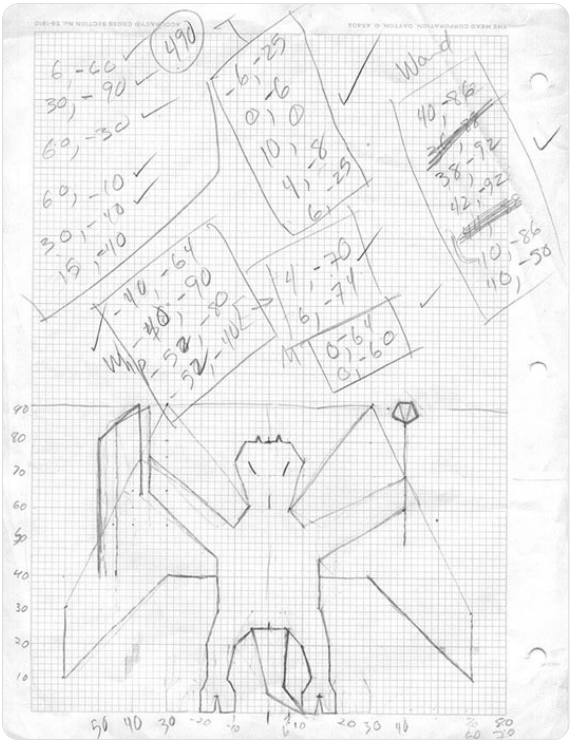
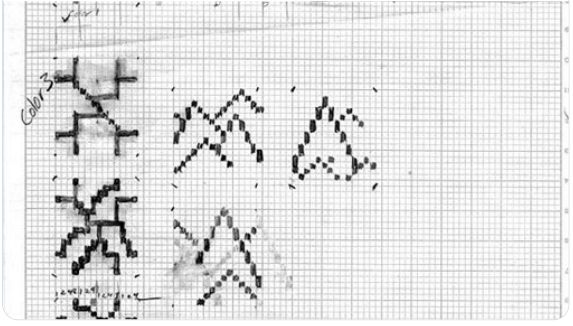


Richard Garriott  [@RichardGarriott](#)

For Ultima 0: Akalabeth, I plotted each creature in XY hallway widths, then scaled it in perspective per my mother's artist drawing which I had done high school trig on to create perspective hallways.



Richard Garriott  [@RichardGarriott](#) · 2 ene.
Think that was bad? How about to draw an image: 1st imagine on graph paper where to place each pixel, keeping in mind even and odd pixels of 7 bits of each bite show dif colors. Convert that to binary. Convert that to hex. Poke that into memory. Write code to copy. Debug. [twitter.com/IntrovertGeniu...](#)



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